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1 further problem was that the rules helped create a slow game that failed to excite the live  
2 audience or maintain television interest. The size of the rink (i.e. cost) limited the feasibility of  
3 amateur roller hockey to develop, which was needed to support professional roller hockey. The  
4 combination of very high operating cost to the team owners, coupled with restricted growth to  
5 the amateur sport and loss of interest by T.V. and sponsorships, resulted in the eventual demise  
6 of RHI.

7 [0004] The roller hockey industry has concluded that a new and faster version of roller hockey,  
8 played on a smaller rink with new rules, would attract greater audiences and provide a stimulus  
9 to amateur roller hockey. Television has also expressed interest in a professional roller hockey  
10 that is better suited to television media, and has potential to gain a wide audience.

11 [0005] What is needed is a format, comprising both hockey rink layout and game rules, that will  
12 attract both live and television audiences, facilitate the growth of amateur roller hockey, and to  
13 substantially reduce the operation cost to both professional and amateur play.  
14

#### 15 BRIEF SUMMARY OF THE INVENTION

16 [0006] The present invention addresses the above and other needs by providing a rink layout and  
17 rules of play for speed hockey. The rink preferably defines a substantially square play area  
18 surrounded by dasher boards, preferably with forty five degree chamfered corners having a  
19 twelve foot (3.5 meter) hypotenuse. A first preferred size is approximately eighty five feet (26  
20 meters) by approximately eight five to approximately one hundred feet (30 meters), and a second

1 preferred size is approximately fifty five feet (17 meters) by approximately fifty five feet (17  
2 meters). A more preferred rink size for amateur speed hockey is approximately eighty five feet  
3 (26 meters) by approximately eighty five feet (26 meters), and a more preferred rink size for  
4 professional speed hockey is approximately eighty five feet (26 meters) by approximately one  
5 hundred feet (30 meters). Goals reside at each end of the rink, and are recessed into the dasher  
6 boards, and assistant referee positions may be defined above each goal, which referee positions  
7 may include chairs for the assistant referees. Goal creases define an approximately twelve and  
8 one half foot (4 meter) radius, and red zones (goals shot from outside the red zones receive two  
9 points, versus one point for goals inside the red zone) define an approximately thirty two and one  
10 half foot (10 meter) radius. Bumpers preferably reside along the bottom of dasher boards, and  
11 are preferably made of rubber and are preferably between approximately one inch and  
12 approximately eighteen inches high, and more preferably approximately one and one half inches  
13 high.

14 [0007] Each team preferably comprises three players and a goal keeper in play, and may include  
15 three players and one goal keeper in reserve. A game starts with the puck in the center of the  
16 rink, and the players inside their respective red zones (i.e., the red zones associated with the goal  
17 the players are defending). A team receives one point for goals scored from shots made from  
18 inside the opponent's red zones, and two points for goals scored from shots made from outside  
19 the opponent's red zones. A game preferable comprises four twelve minute periods. If the score  
20 is tied at the end of the fourth period, Over Time (OT) is entered. OT preferably comprises a  
21 first OT period with full teams, a second OT period with a first reduction, and a third OT period

1 with one player for each team. Play halts when a red light is on, on events such as goals, time-  
2 out, and the like. The goal keeper may check opponents within the goal keeper's goal crease,  
3 but opponents may not check a goal keeper within his goal crease.

4 **[0008]** In accordance with one aspect of the invention, there is provided a sport rink comprising  
5 a substantially square playing area having a first end and a second end, a first goal in the first end,  
6 and a second goal in the second end, wherein faces of the first goal and the second goal are  
7 substantially even with the first end and second end respectively.

8 **[0009]** It is a feature of the present invention to provide a method for playing hockey, the  
9 method comprising placing two teams into play on a substantially square rink, playing a game  
10 comprising four periods lasting approximately twelve minutes each, receiving one point for goals  
11 made inside a red zone, receiving two points for goals made outside the red zone, and if the game  
12 is tied at the end of the final period, entering Over Time (OT). Each team may include either two  
13 players or three players, and one goal keeper. If OT is required, first overtime period is played  
14 with full teams; and if the game is tied after the first overtime period, a second overtime period is  
15 played with a reduced number of players.

16 **[0010]** It is a further feature of the invention to provide a hockey rink comprising a playing area  
17 having approximately eighty five foot (26 meter) length and eighty five foot (26 meter) width, a  
18 first end of the playing area and a second end opposite the first end, a first goal in the first end  
19 and a second goal in the second end, a first crease and a second crease defining a radius of  
20 approximately twelve and one half feet (4 meters) and centered approximately four and one half

1 feet (1.5 meters) behind a face of the first goal and the second goal respectively, a first red zone  
2 and a second red zone defining radius of approximately thirty two and one half feet (10 meters)  
3 and centered on the first goal and the second goal, and chamfered corners having approximately  
4 twelve foot (3.5 meter) hypotenuse.

5 [0011] Speed hockey may be played by players wearing inline skates (inline hockey), by players  
6 wearing ice skates (ice hockey), or by players wearing shoes (deck hockey).

#### 7 **BRIEF DESCRIPTION OF THE SEVERAL VIEWS OF THE DRAWINGS**

8 [0012] The above and other aspects, features and advantages of the present invention will be  
9 more apparent from the following more particular description thereof, presented in conjunction  
10 with the following drawings wherein:

11 [0013] FIG. 1 shows a plan view of a speed hockey rink according to the present invention;

12 [0014] FIG. 2A shows a front view of a first end of the speed hockey rink, including a bumper  
13 along the entire dasher board base;

14 [0015] FIG. 2B shows a front view of a first end of the speed hockey rink, including a bumper  
15 along the corner chamfer dasher board base; and

16 [0016] FIG. 3 shows a cross-sectional view of the dasher board, goal, and referee position taken  
17 along line 3-3 of FIG. 2B.

1 [0017] Corresponding reference characters indicate corresponding components throughout the  
2 several views of the drawings.

### 3 DETAILED DESCRIPTION OF THE INVENTION

4 [0018] The following description is of the best mode presently contemplated for carrying out the  
5 invention. This description is not to be taken in a limiting sense, but is made merely for the  
6 purpose of describing one or more preferred embodiments of the invention. The scope of the  
7 invention should be determined with reference to the claims.

8 [0019] The present invention comprises a rink layout and rules of play for speed hockey. An  
9 example of such rink 10 is shown in FIG. 1. The rink 10 is substantially square having a length L  
10 and a width W. The length L is preferably between approximately fifty five feet (17 meters) and  
11 approximately one hundred feet (30 meters), and the width W is preferably between  
12 approximately fifty five feet (17 meters) and approximately one hundred feet (30 meters), and the  
13 ratio of the length L to the width W (or the width W to the length L) is preferably between  
14 approximately 1 to 1 to approximately 1.5 to 1. In a first more preferred embodiment, the length  
15 L is approximately eighty five feet (26 meters), and the width W is approximately eighty five feet  
16 (26 meters) to approximately one hundred feet (30 meters). In a second more preferred  
17 embodiment the length L is approximately fifty five feet (17 meters), and the width W is  
18 approximately fifty five feet (17 meters). A most preferred rink size for amateur speed hockey is  
19 approximately eighty five feet (26 meters) by approximately eighty five feet (26 meters), and a

1 most preferred rink size for professional speed hockey is approximately eighty five feet (26  
2 meters) by approximately one hundred feet (30 meters). The rink 10 preferably includes  
3 chamfered corners 26, and more preferably chamfered corners comprising a forty five degree  
4 chamfer and a twelve foot (3.5 meter) hypotenuse.

5 **[0020]** The rink 10 also defines a first end 24a and a second end 24b. A first goal 12a resides on  
6 the first end 24a, and a second goal 12b resides on the second end 24b. The goals 12a, 12b are  
7 flush with the ends 24a, 24b (e.g., flush with dasher boards or side boards substantially  
8 surrounding the rink.) The goals 12a, 12b preferably are approximately five and one half feet (1.5  
9 meters) wide, and approximately three and one half feet (1 meter) high. The goals 12a, 12b  
10 define a first face 38a, and a second face 38b respectively, wherein the faces 38a, 38b are  
11 substantially aligned with the ends 24a, 24b, and the goals 12a, 12b preferably include nets. The  
12 rink 10 further includes rink sides 22.

13 **[0021]** A first goal crease arc 14a defines a first goal crease 18a, and a second goal crease arc  
14 14b defines a second goal crease 18b. The goal crease arcs 14a, 14b are preferable  
15 approximately twelve and one half feet (4 meters) in radius, wherein the arcs are taken about a  
16 point centered approximately four and one half feet (1.5 meters) behind the faces 38a, 38b of the  
17 goals 12a, 12b (i.e., the crease preferably extends approximately eight feet (2.5 meters) into the  
18 rink) and on center-lines of the goals 12a, 12b. A first two point arc 16a defines a first red zone  
19 20a, and a second two point arc 16b defines a second red zone 20b. The two point arcs 16a, 16b  
20 preferably have a radius based on the rink size (i.e., are smaller for smaller rinks) and are  
21 preferable between approximately twenty five feet (8 meters) to approximately thirty five feet (11

1 meters) in radius, and preferably a fifty five foot (17 meter) by fifty five foot (17 meter) rink does  
2 not define a red zone. For an approximately eighty five foot (26 meter) rink, the two point arcs  
3 16a, 16b preferably have a radius between approximately thirty feet (9 meters) and approximately  
4 thirty two and one half feet (10 meters), and more preferably the two point arcs 16a, 16b have a  
5 radius of approximately thirty feet (9 meters) or approximately thirty two and one half feet (10  
6 meters).

7 **[0022]** A view of the rink first end 24a as seen by one standing in the rink 10, is shown in FIG.  
8 2A. The rink is substantially surrounded by the dasher boards 32. The dasher boards 32 are  
9 preferably approximately three and one half feet (1 meter) high and topped off by glass or netting  
10 36 extending preferably to approximately eight feet (2.5 meters) height (i.e., the dasher board 32  
11 plus the glass or netting 36 reaches eight feet height), which dasher boards may be transparent or  
12 conventional boards.

13 **[0023]** A bumper 28 preferably reside along the bottom of dasher boards 32, and is preferably  
14 made of rubber and are preferably between approximately one inch and approximately eighteen  
15 inches high, and more preferably approximately one and one half inches high. The bumper 28 are  
16 adapted to bounce a puck back onto the rink 10 if the puck strikes the bumper 28, and is  
17 preferably made from rubber or a rubber like material. The bumper 28 may substantially line  
18 (e.g., all but the goal 12a, 12b positions and the like) the entire rink 10, or the bumper 28 may  
19 only reside in the chamfered corners 26 as shown in FIG. 2B.



1     **[0024]** A first referee position 30a is preferably provided in the first end 24a above the first goal  
2     12a. A corresponding second referee position preferably provided in the second end 24b. The  
3     referee position 30a may further include a referee's chair or the like. Lights 34 reside above each  
4     goal 12a, 12b, which lights preferably comprise three lights, and more preferable a red light, a  
5     yellow light, and a green light. A cross-sectional view of the first end 24a, first goal 12a, and  
6     first referee position 30a, taken along line 3-3 of FIG. 2B is shown in FIG. 3. The referee  
7     position is preferably behind the glass or netting 36, and above the first goal 12a.

8     **[0025]** Speed hockey is preferably played by two or three active (i.e., on the rink) players and  
9     one goal keeper. Each team may have additional reserve (i.e., on the bench) players and goal  
10    keepers, for example, each team may have a total of six players and two goal keepers per team.

11    There are preferable three active players and one goal keeper on each team for a game played on  
12    an approximately eighty five foot (26 meter) by eighty five foot (26 meter) rink, and two active  
13    players and one goal keeper on each team for a game played on an approximately fifty five foot  
14    (17 meter) by fifty five foot (17 meter) rink.

15    **[0026]** There is generally one referee on the rink floor, and two linemen off the rink floor. The  
16    linemen are preferably positioned near the player's bench or the score keeper. Additionally, there  
17    may a referees positioned above each goal. The game preferably comprises four periods of  
18    approximately twelve minutes per period. There are preferably approximately three minute  
19    breaks following the first and third periods, and preferably an approximately eight minute break  
20    at half time (i.e., following the second period). The game is started by placing a puck in center of

1 rink while the players remain inside the red zone corresponding to the goal the players defend.

2 Once the game begins, an attacking team has a maximum shot-clock time to reach the opponents  
3 red zone or to shoot. The shot-clock time is preferably approximately 10 seconds. Time begins  
4 at the sound of the referee whistle, or other sonic event (horn etc.).

5 **[0027]** One point is awarded for a goal shot from inside red zone and two points are awarded for  
6 a goal shot from outside red zone. After a goal, the goal keeper passes the puck into play after  
7 the referee whistle, during which passing, the opposing players must remain outside the goal  
8 keeper's red zone.

9 **[0028]** If the score is tied at the end of the final period, OverTime (OT) periods start with an  
10 official dropping the puck in the center of the rink 10. A first fixed length OT period is played  
11 with the full team in play. The first fixed length is preferably approximately three minutes. If the  
12 score is tied after the end of the first OT period, a second OT period is played with one player  
13 removed from each team. For example, the teams normally having three players and one goal  
14 keeper may play the second OT period with two players and one goal keeper. The second fixed  
15 length is preferably fixed length , and more preferably approximately three minutes in length.

16 Alternatively, the second OT period may end when a point is scored. If the second OT period  
17 ends in a tie score, a third OT period with each team having one player and one goal keeper in  
18 play, or one player and no goal keeper in play, may be played. The third OT period lasts until a  
19 goal is scored.

1     **[0029]** Checking (the use of physical force or impact to take an opposing player out of a play)  
2     may be exercised within limits. The goal keeper may check opponents in inside the goal keeper's  
3     goal crease (i.e., the crease associated with the goal which the goal keeper defends) but may not  
4     be checked by opponents while the goal keeper is in his goal crease. Goal keepers may be  
5     checked outside their goal crease. The goal keepers may not cover the puck outside the crease,  
6     and if the goal keeper covers the puck outside the crease, all opposing players must leave the  
7     goal crease and the goal keeper, or another player on the goal keeper's team, must pass the puck  
8     out for play to continue. Fighting is not permitted, and results in a penalty as described below.

9     **[0030]** Play may be stopped at any time by a red light condition. Red light conditions are, for  
10    example, scoring a goal, puck goes out of play, Referee time-out, a player injury, or the like.  
11    Following a goal, the red light will remain on for goal time seconds. At the end of a set period of  
12    time, the light changes from red to yellow, and then to green. The designated player must put  
13    puck into play after the green comes on.

14   **[0031]** Penalties may be minor penalties or major penalties. In the event of a minor penalty, the  
15   fouled player is allowed a penalty shot with all other players initially positioned outside the red  
16   zone and behind the fouled player, however, once the opposing goal keeper passes the puck to  
17   the fouled player, the remaining players may enter the play. In the case of a more serious  
18   penalty, the penalized player will be sent to the penalty box (also called "sin bin") for a set time,  
19   preferably approximately one minute or more, or until a goal is scored. After the penalized  
20   player enters the penalty box, play resumes with a penalty shot as described for a minor penalty.

1 After serving the penalty, the penalized player must “touch up” outside the red zones before re-  
2 entering play.

3 **[0032]** In the case of a major penalty, the penalized player is dismissed for the rest of the game,  
4 and may be sanctioned. Both teams continue to play with full strength teams.

5 **[0033]** While the invention herein disclosed has been described by means of specific  
6 embodiments and applications thereof, numerous modifications and variations could be made  
7 thereto by those skilled in the art without departing from the scope of the invention set forth in  
8 the claims.